

bing off the gold dots and uncovering what lies beneath it—dot or ghostie. Get three goblins—not counting blue ones—and you're out. White dots are good for a point, blue monsters get ten points for the player and, should a cherry be uncovered in the

race through the maze, 50 points are collected. The game can be played using one card—alternating turns—or two, with simultaneous action.

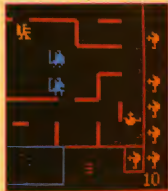
dancing in

• The biggest
Mattel is the pair of
cartridges which the company will publish shortly. Based on the upcoming Walt Disney animated film, **Tron** I pits an electronic warrior against a bunch of

Astro Update

Here are the new titles scheduled for release in '82 from Astrovision for the former Bally Professional Arcade: **Munchie**, a goblin game that may or may not be released, pending talks with Atari (see Atari story elsewhere in Hotline); **The Wizard**, a home version of **Wizard of War** from the coin-op version's

creator, Bob Ogdon; **Solar Conqueror**, an exciting Asteroids-inspired contest with a number of its own unique features; **Cosmic Raiders**, a sideways-scrolling shootout; **Quest for the Orb**, a high adventure program; **Pirate's Chase**; **Coloring Book with Light Pen**; and **Music Maker**.



Video Games

Game	Manufacturer
Pac-Man	Namco/Midway
Tempest	Atari
Defender	Williams
Centipede	Atari
Battlezone	Atari
Galaxian	Namco/Midway
Berzerk	Stern
Donkey Kong	Nintendo
Gorf	Midway
Scramble	Stern

Choose Top Games

of play doesn't necessarily equal actual popularity, bases its standings on the votes of its readers. These games are based on the more than 600 Reader Polls. and hits" lists in every issue of **Electronic Games**. tes!

...sity of Elec-
tronic Games and
 none can be re-
 turned.

3. Be sure to include your complete name and address. (We will print only the name and city in the magazine, but we may want to contact high scorers for helpful gaming hints.) The games which will be listed in the National Arcade Scoreboard are:

1. **UFO** (Odyssey)
2. **Asteroids** (Atari VCS)—Game #6
3. **Grand Prix** (Activision)—course #4
4. **Galactic Invasion** (Astrovision)—difficulty #9
5. **USAC Auto Racing** (Mattel)—course #1
6. **Spacechase** (Apollo)—game #1